
Subject: Packing .dds into .mix
Posted by [DL60](#) on Thu, 01 Nov 2007 16:22:41 GMT
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I have a general problem with using .dds in .mix archives.

The situation: I created a map with new .dds textures from another game in gmax. For using the textures in gmax I have to convert them into .tga. After I packed the mapfiles via LevelEdit in a .mix archive I find the .tga files in it but I want the .dds files to be in it. Now I use RenegadeEx for deleting the .tga files and replacing them with the .dds files (have same names) but Renegade doesn't notice them. CCR crashes or simply doesn't display them.

By the way I have the same problem with new sounds. Renegade doesn't play them when they are in a .mix archive.

How can that be fixed?

Subject: Re: Packing .dds into .mix
Posted by [cnc95fan](#) on Thu, 01 Nov 2007 16:43:34 GMT
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I'm not too sure, but maybe it doesn't work with .mix, only .pkg, i've never had that problem with .pkg....

Subject: Re: Packing .dds into .mix
Posted by [danpaul88](#) on Thu, 01 Nov 2007 18:04:07 GMT
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Solution: Before exporting the map from Level Edit replace all the .tga textures with .dds versions. Only RenX / 3DS Max need them in tag format, as soon as you move onto the Level Edit stage replace them all with .dds versions.

Level Edit (and Renegade) will automatically try to load textures as .dds, and if not found it will THEN look for .tga. The extension used in RenX / 3DS Max is not even considered.

Subject: Re: Packing .dds into .mix
Posted by [Titan1x77](#) on Thu, 01 Nov 2007 22:19:49 GMT
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better solution is...

use the .tga's and when you export the map a button on the top toolbar to the far right will compress all the .tgas to .dds for you.

for the sounds, they should work aslong as they have a unique name (so it doesnt conflict with anything)

Ive added custom .mp3 and .wav's in my .mix and they work fine.

Subject: Re: Packing .dds into .mix
Posted by [cnc95fan](#) on Thu, 01 Nov 2007 22:32:15 GMT
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>> that did'nt work for me

Subject: Re: Packing .dds into .mix
Posted by [DL60](#) on Fri, 02 Nov 2007 17:13:57 GMT
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Okay thank you all. I try it.
